



FEDERATED WORLDS ARMED FORCES

FLEETOPS Division
Level 177 - Cetus Amicus O-Tower
Cetus Amicus Icharr System

CAMPAIGN PLANNING FORM

CODENAME:

AUTHOR:

DIFFICULTY:

PASSWORD:

CONFIDENTIAL

NO.	W	L	G	DIFF:
IGS: Y N		SCR/GO:		
SYSTEM:				
HOSTILE:				
NEUTRAL:				

NO.	W	L	G	DIFF:
IGS: Y N		SCR/GO:		
SYSTEM:				
HOSTILE:				
NEUTRAL:				

NO.	W	L	G	DIFF:
IGS: Y N		SCR/GO:		
SYSTEM:				
HOSTILE:				
NEUTRAL:				

NO.	W	L	G	DIFF:
IGS: Y N		SCR/GO:		
SYSTEM:				
HOSTILE:				
NEUTRAL:				

NO.	W	L	G	DIFF:
IGS: Y N		SCR/GO:		
SYSTEM:				
HOSTILE:				
NEUTRAL:				

NO.	W	L	G	DIFF:
IGS: Y N		SCR/GO:		
SYSTEM:				
HOSTILE:				
NEUTRAL:				

NO.	W	L	G	DIFF:
IGS: Y N		SCR/GO:		
SYSTEM:				
HOSTILE:				
NEUTRAL:				



Campaign: _____

Designer: _____

NODE: _____ Difficulty: _____

Name: _____

Star System: _____

Hostile: _____

Neutral: _____

Mission Settings

- ☐ Carryover FW Fleet from previous mission
- ☐ Carryover Enemy Fleet from previous mission
- ☐ FW ships deploy with missiles* (carryover voids)
- ☐ Enemy ships deploy with missiles* (carryover voids)
- ☐ Enemy practices EMCON (no communications)
- ☐ Enemy identity unknown

* If ships carryover they bring what they had onboard.

Victory Conditions:

- ☐ All FW ships to _____ ☐
- ☐ One FW Ship to each Waypoint ☐
- ☐ Secure Outpost: _____ ☐
- ☐ Destroy Outpost: _____ ☐
- ☐ One ship to Waypoint: _____ ☐
- ☐ Capture _____ Enemy Vessels ☐
- ☐ Neutralize _____ Enemy Vessels ☐
- ☐ Control _____ % of Outposts ☐
- ☐ Capture _____ Units of Enemy Cargo ☐
- ☐ Get _____ Units of FW Cargo to: _____ ☐

Waypoint: _____

Planet: _____

Outpost: _____

Enemy Ships comment: _____

Neutral Outposts comment: _____

Enemy Outposts comment: _____

Enemy Cargo at: _____

FW Cargo at: _____

Damage to: _____

Text to Planets: _____

Text to Outposts: _____

IGS Links to (See link list): _____

Score: _____

Opposition Locator

Mission [Resource Points]

1	_____ [_____]	1	_____
2	_____ [_____]	2	_____
3	_____ [_____]	3	_____
4	_____ [_____]	4	_____
5	_____ [_____]	5	_____
6	_____ [_____]	6	_____
7	_____ [_____]	7	_____
8	_____ [_____]	8	_____
9	_____ [_____]	9	_____
10	_____ [_____]	10	_____
11	_____ [_____]	11	_____
12	_____ [_____]	12	_____
13	_____ [_____]	13	_____
14	_____ [_____]	14	_____
15	_____ [_____]	15	_____

Breach Links

1		1	
2		2	
3		3	
4		4	
5		5	
6		6	
7		7	
8		8	
9		9	
10		10	
11		11	
12		12	
13		13	
14		14	
15		15	

OUTPOSTS

	Breach Links	Enemy Cargo	FW Cargo	Damage
Outpost 1	_____	_____	_____	_____
Outpost 2	_____	_____	_____	_____
Outpost 3	_____	_____	_____	_____
Outpost 4	_____	_____	_____	_____
Outpost 5	_____	_____	_____	_____
Outpost 6	_____	_____	_____	_____
Outpost 7	_____	_____	_____	_____
Outpost 8	_____	_____	_____	_____
Outpost 9	_____	_____	_____	_____
Outpost 10	_____	_____	_____	_____

Description of Special Node jump from secret victory condition:

WIN

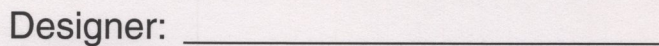
POINTS

GO TO

NODE

LOSE

POINTS



Description of Node:

Text for Briefing:

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Communications/Sensor [COMSEN] System

Resource Points									
	0	31.9	63.7	95.6	127.5	159.4	191.3	223.1	255
Damage Points									
	0	31.9	63.7	95.6	127.5	159.4	191.3	223.1	255
Sophistication									
	0	25	50	75	99				
Mass Points									
	0	31.9	63.7	95.6	127.5	159.4	191.3	223.1	255
Size									
	T	S	D	C	H	R			
	32	16	8	4	2	1			
Maximum Interference Level									
	0	25	50	75	99				
Base Signal Strength									
	0	25	50	75	99				
Scanning Radius									
	0	31.9	63.7	95.6	127.5	159.4	191.3	223.1	255
Sensor Drones									
	0	25	50	75	99				
Jamming Level									
	0	2.5	5	7.5	9				
Stealth									
[Yes/No]									

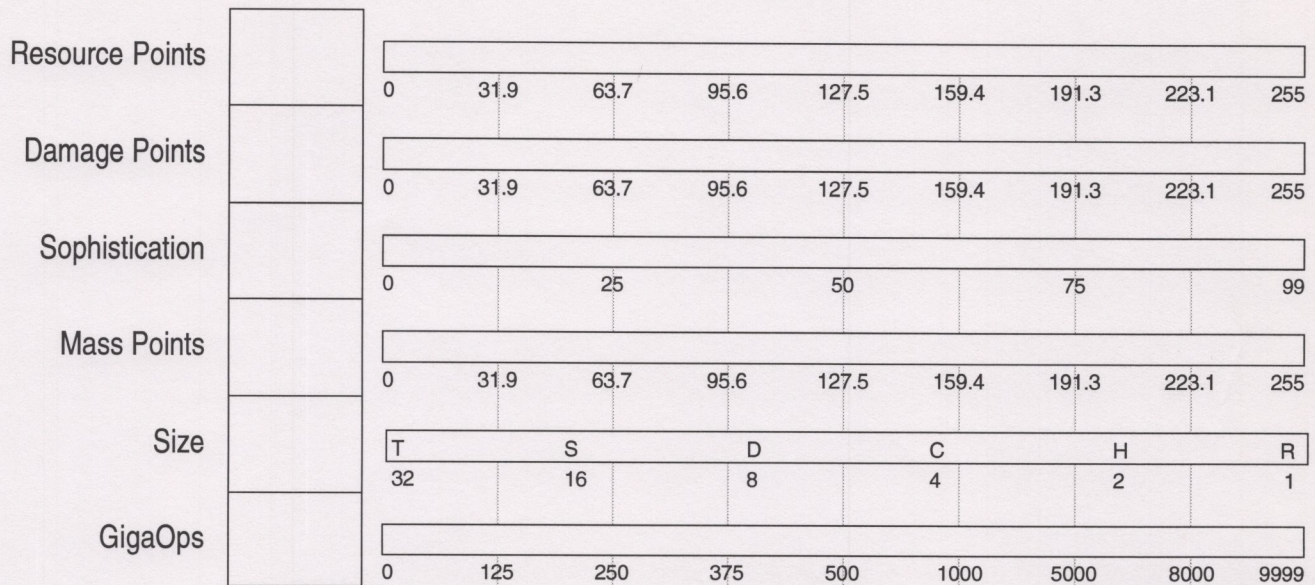
Definitions of Parameters listed above:

Part Name/Manufacturer: _____

Part Description/Purpose: _____



Computer System



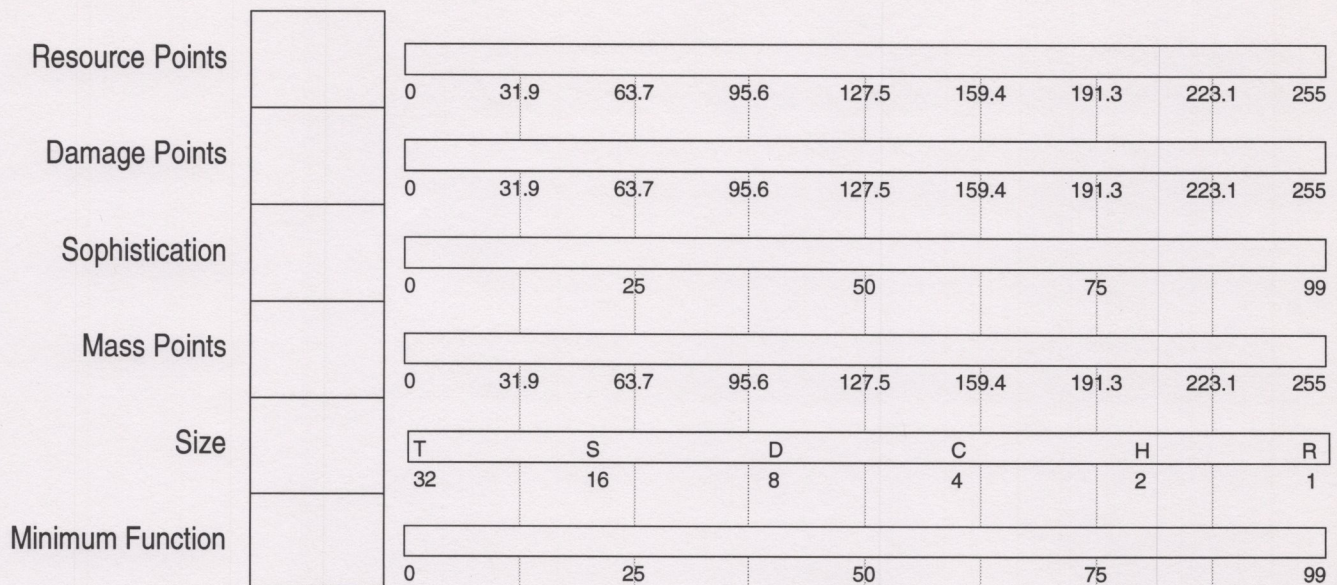
Definitions of Parameters listed above:

Part Name/Manufacturer: _____

Part Description/Purpose: _____



Life Support System



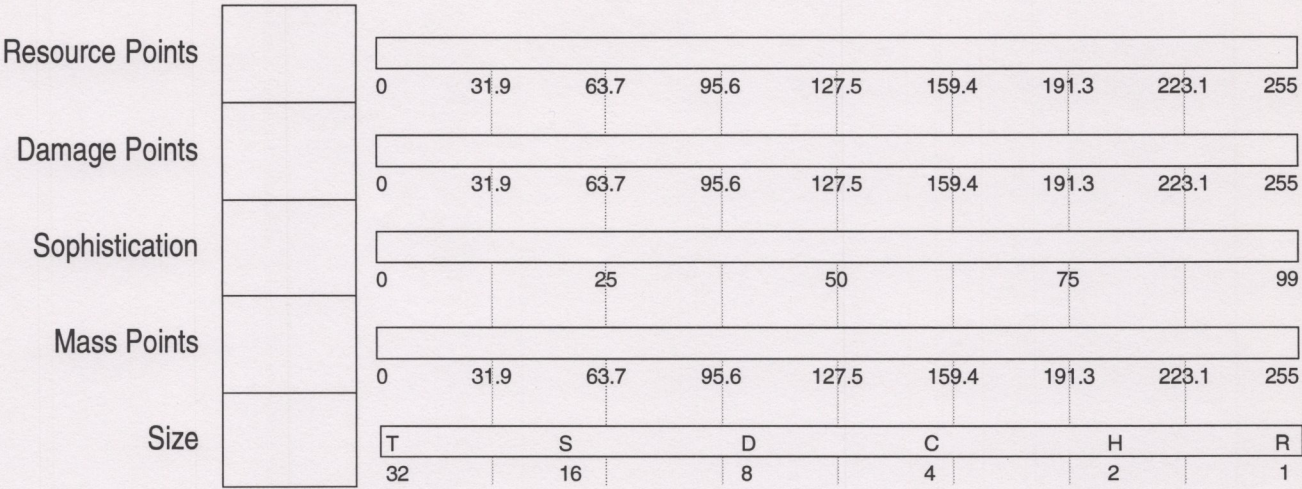
Definitions of Parameters listed above:

Part Name/Manufacturer: _____

Part Description/Purpose: _____



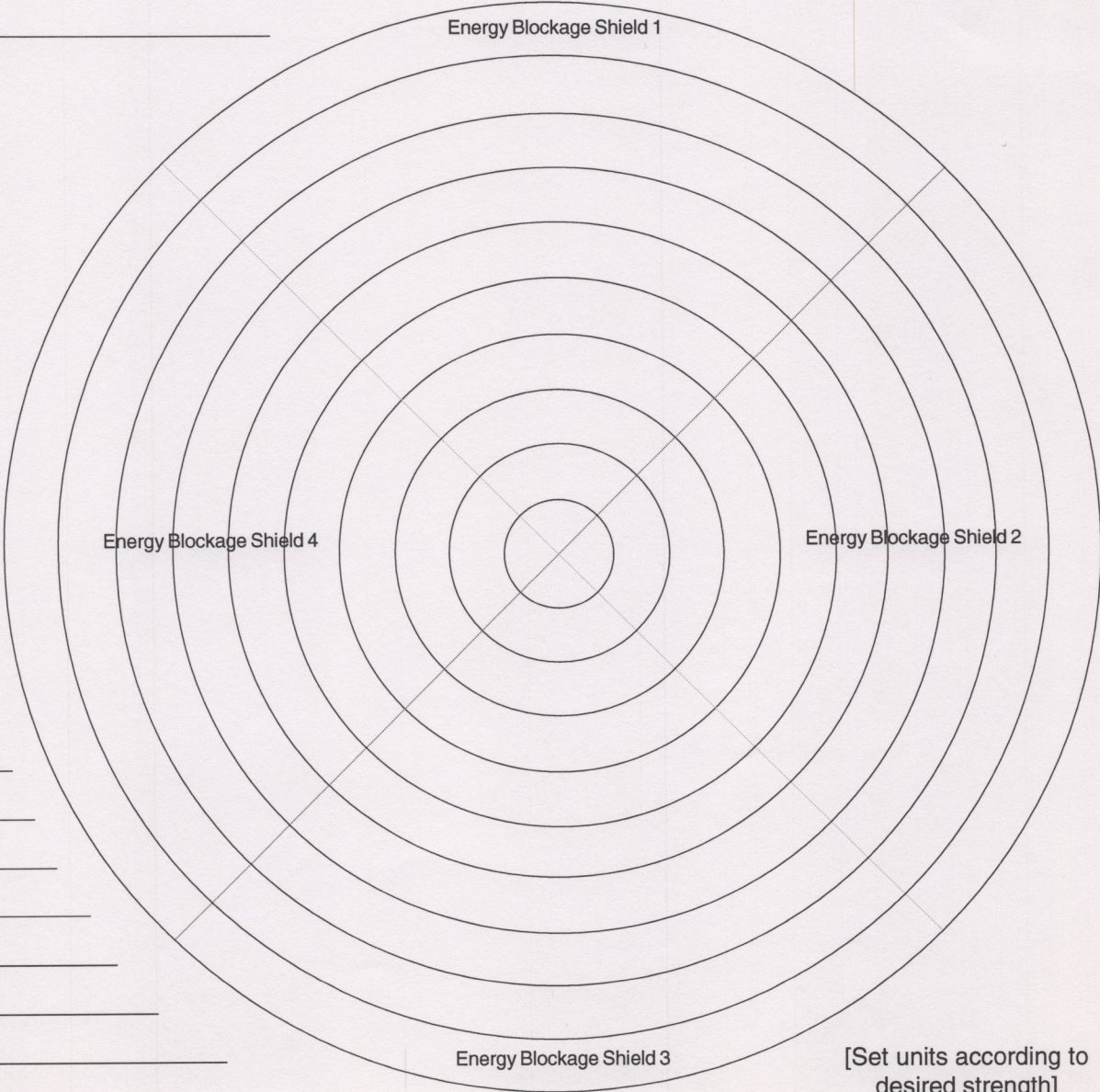
Shield System



Name/Manufacturer: _____

Definitions of Parameters listed above:

Part Description/Purpose:



[Set units according to desired strength]



Weapon System

Resource Points		031.963.795.6127.5159.4191.3223.1255												
Damage Points		031.963.795.6127.5159.4191.3223.1255												
Sophistication		025507599												
Mass Points		031.963.795.6127.5159.4191.3223.1255												
Size		<table><tr><td>T</td><td>S</td><td>D</td><td>C</td><td>H</td><td>R</td></tr><tr><td>32</td><td>16</td><td>8</td><td>4</td><td>2</td><td>1</td></tr></table>	T	S	D	C	H	R	32	16	8	4	2	1
T	S	D	C	H	R									
32	16	8	4	2	1									
EBW [Energy Beam Weapon]		025507599												
Mine		025507599												
Decoy		025507599												
Missile Launcher Capacity	1													
	2													
	3													
	4													
	5													
	6													
	7													
	8													
	9													

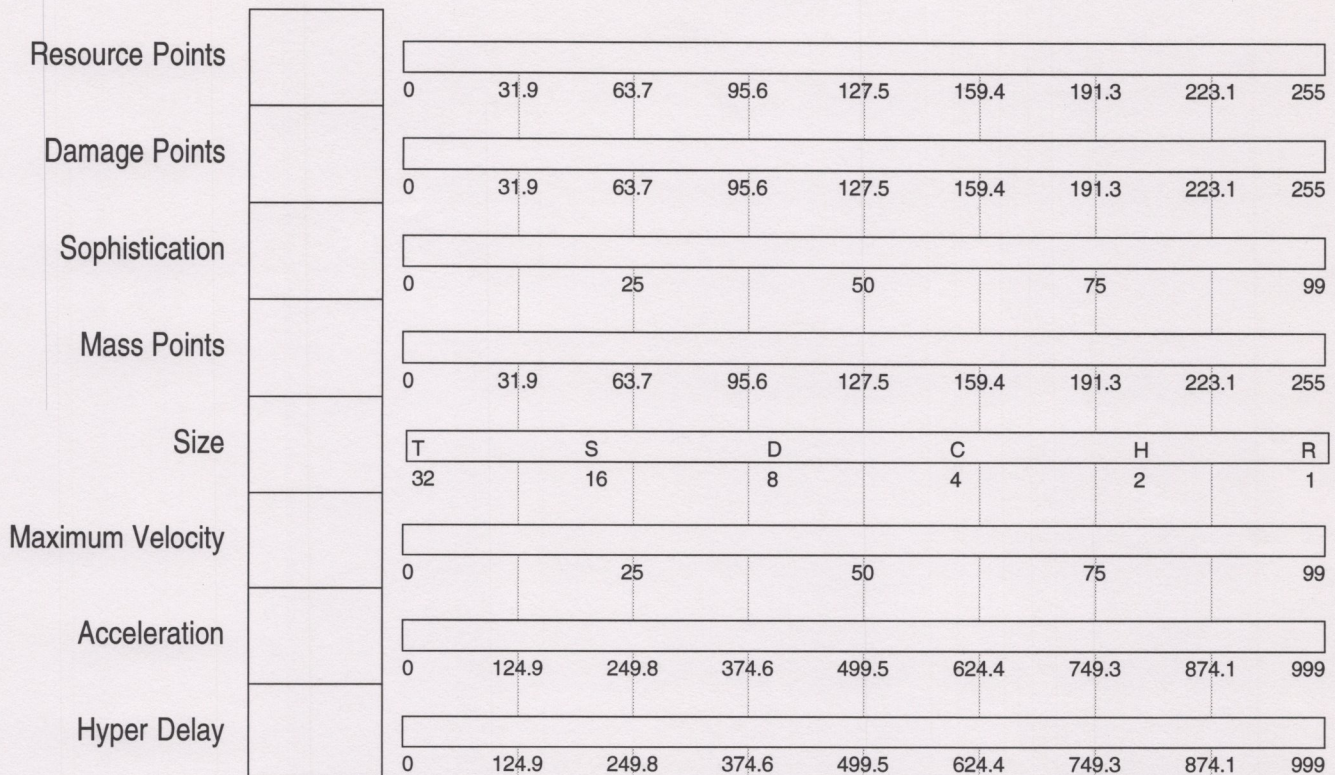
Definitions of Parameters listed above:

Name Part/Manufacturer: _____

Part Description/Purpose: _____



Drive System



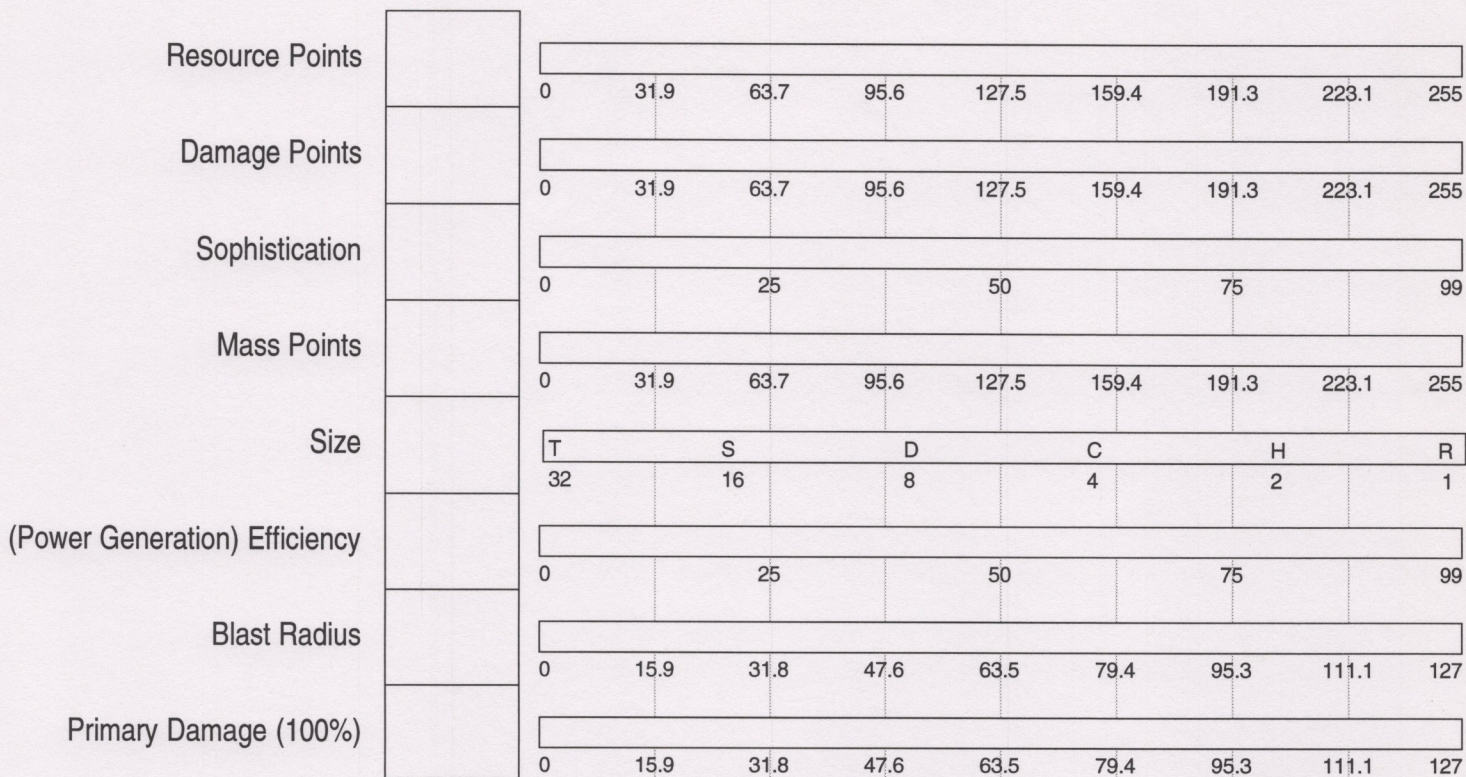
Definitions of Parameters listed above:

Part Name/Manufacturer: _____

Part Description/Purpose: _____



Primary Power System



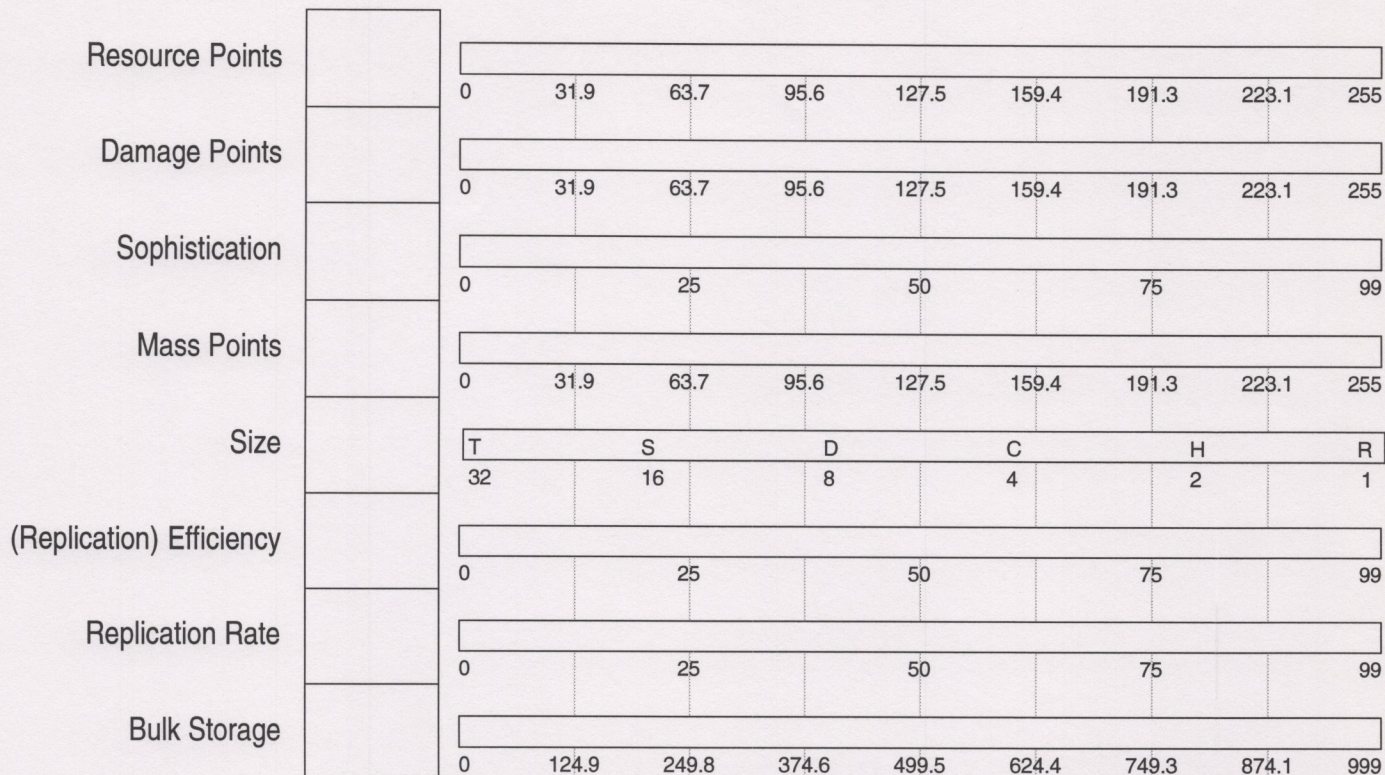
Definitions of Parameters listed above:

Part Name/Manufacturer: _____

Part Description/Purpose: _____



Emergency Power System



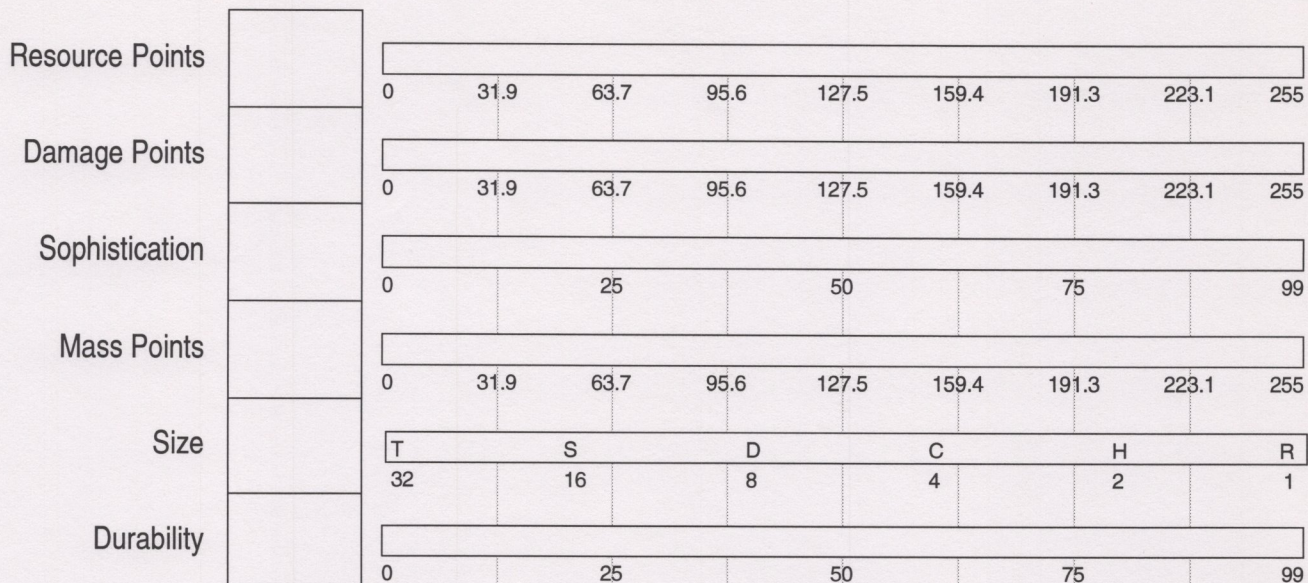
Definitions of Parameters listed above:

Part Name/Manufacturer: _____

Part Description/Purpose: _____



Hull System



Definitions of Parameters listed above:

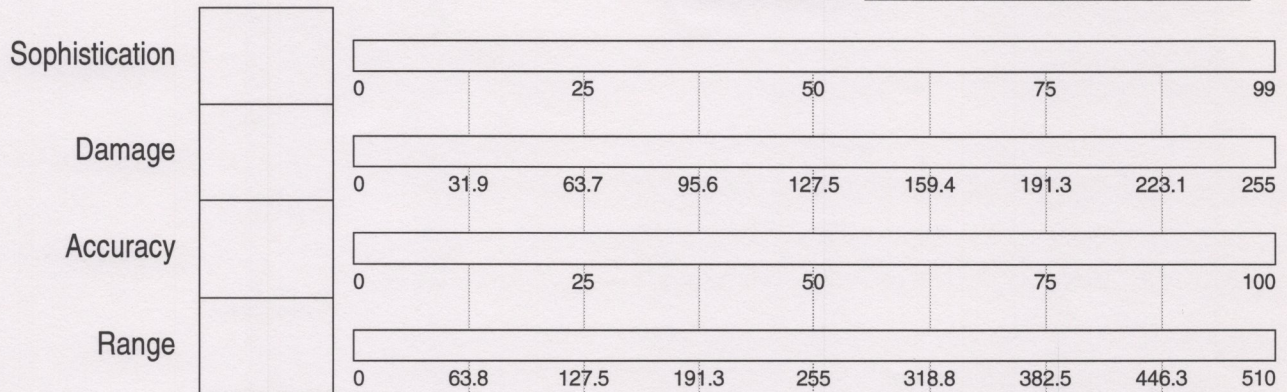
Part Name/Manufacturer: _____

Part Description/Purpose: _____



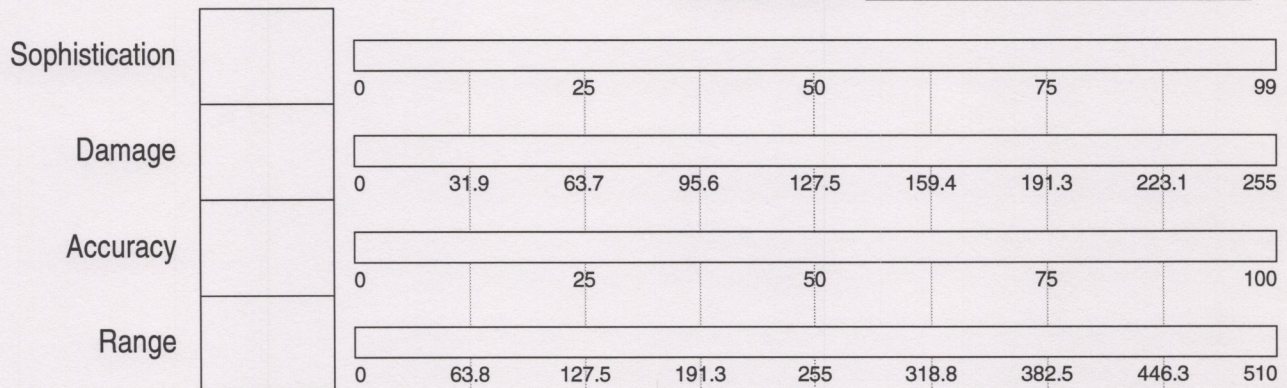
Missile Parameters

Missile Name: _____



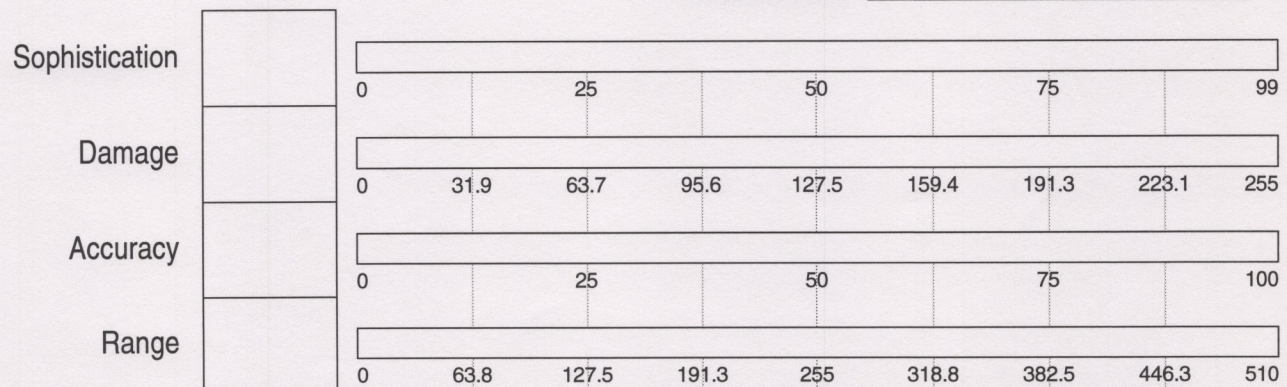
Definitions of Parameters listed above:

Missile Name: _____



Definitions of Parameters listed above:

Missile Name: _____



Definitions of Parameters listed above:



SOLAR SYSTEM COMPOSITION

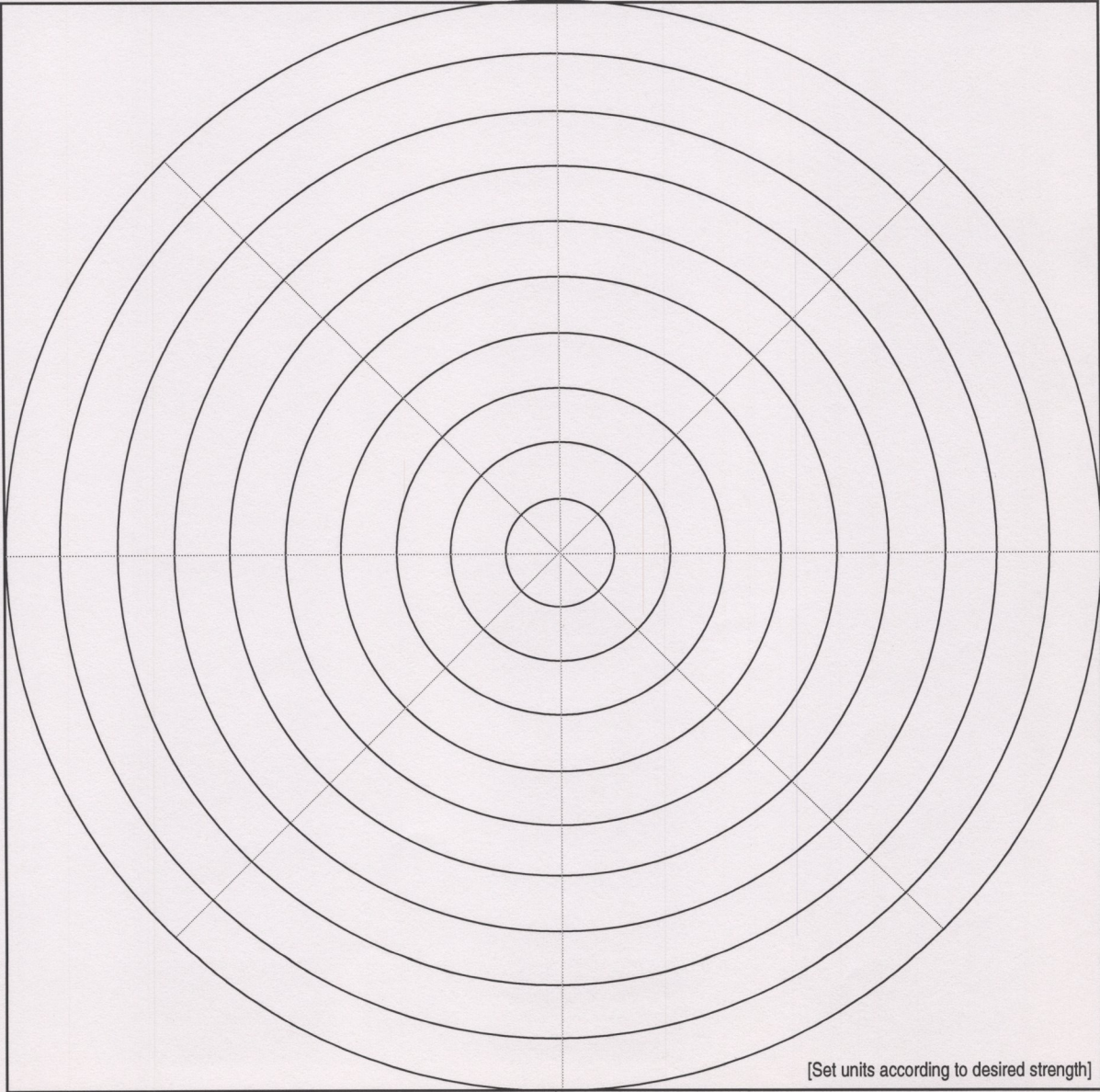
Star 1	Name: _____	Type: _____	Radius: _____	Temperature: _____
Star 2	Name: _____	Type: _____	Radius: _____	Temperature: _____
Star 3	Name: _____	Type: _____	Radius: _____	Temperature: _____
Planet 1	Name: _____	Type: _____	Radius: _____	Orbit Radius: _____
Planet 2	Name: _____	Type: _____	Radius: _____	Orbit Radius: _____
Planet 3	Name: _____	Type: _____	Radius: _____	Orbit Radius: _____
Planet 4	Name: _____	Type: _____	Radius: _____	Orbit Radius: _____
Planet 5	Name: _____	Type: _____	Radius: _____	Orbit Radius: _____
Planet 6	Name: _____	Type: _____	Radius: _____	Orbit Radius: _____
Planet 7	Name: _____	Type: _____	Radius: _____	Orbit Radius: _____
Planet 8	Name: _____	Type: _____	Radius: _____	Orbit Radius: _____
Planet 9	Name: _____	Type: _____	Radius: _____	Orbit Radius: _____
Planet 10	Name: _____	Type: _____	Radius: _____	Orbit Radius: _____
Planet 11	Name: _____	Type: _____	Radius: _____	Orbit Radius: _____
Planet 12	Name: _____	Type: _____	Radius: _____	Orbit Radius: _____

Fields:

1	Type: _____
	Density: _____
2	Type: _____
	Density: _____
3	Type: _____
	Density: _____
4	Type: _____
	Density: _____
5	Type: _____
	Density: _____
6	Type: _____
	Density: _____
7	Type: _____
	Density: _____
8	Type: _____
	Density: _____
9	Type: _____
	Density: _____
10	Type: _____
	Density: _____
11	Type: _____
	Density: _____
12	Type: _____
	Density: _____

Definitions of Parameters listed above:

System Name: _____



[Set units according to desired strength]

ASCII STRING FORMS FOR SHIP PARTS DATA FILES

Each file is in ASCII format and can be edited with a standard text editor. There is one line per part or missile, and each stat is separated by a comma. Files need to be located in the main game directory.

CMP.DAT

RESOURCE POINTS	DAMAGE POINTS	SOPHISTICATION	MASS POINTS	SIZE*	GIGAOPS
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

CMS.DAT

RESOURCE POINTS	DAMAGE POINTS	SOPHISTICATION	MASS POINTS	SIZE*	MAX. INTERFERENCE	BASE SIGNAL	SCAN RADIUS	DRONE QUALITY	JAM LEVEL	STEALTH
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____	_____	_____

32 [☐ Transport] + 16 [☐ Scout] + 8 [☐ Destroyer] + 4 [☐ Cruiser] + 2 [☐ Heavy Cruiser] + 1 [☐ Dreadnought] =

* Example: if you want a part to be usable on a destroyer and a cruiser, the coded size value would be 8 + 4 = 12.

ASCII STRING FORMS FOR SHIP PARTS DATA FILES

Each file is in ASCII format and can be edited with a standard text editor. There is one line per part or missile, and each stat is separated by a comma. Files need to be located in the main game directory.

DRV.DAT

[illegible]

EPS.DAT

[illegible]

32 [☐ Transport] + 16 [☐ Scout] + 8 [☐ Destroyer] + 4 [☐ Cruiser] + 2 [☐ Heavy Cruiser] + 1 [☐ Dreadnought] =

* Example: if you want a part to be usable on a destroyer and a cruiser, the coded size value would be $8 + 4 = 12$.

ASCII STRING FORMS FOR SHIP PARTS DATA FILES

Each file is in ASCII format and can be edited with a standard text editor. There is one line per part or missile, and each stat is separated by a comma. Files need to be located in the main game directory.

HUL.DAT

RESOURCE POINTS	DAMAGE POINTS	SOPHISTICATION	MASS POINTS	SIZE*	DURABILITY
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

LIF.DAT

RESOURCE POINTS	DAMAGE POINTS	SOPHISTICATION	MASS POINTS	SIZE*	MIN. FUNCTIONAL LEVEL
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____

32 [☐ Transport] + 16 [☐ Scout] + 8 [☐ Destroyer] + 4 [☐ Cruiser] + 2 [☐ Heavy Cruiser] + 1 [☐ Dreadnought] =

* Example: if you want a part to be usable on a destroyer and a cruiser, the coded size value would be 8 + 4 = 12.

Each file is in ASCII format and can be edited with a standard text editor. There is one line per part or missile, and each stat is separated by a comma. Files need to be located in the main game directory.

[illegible][illegible]

* Example: if you want a part to be usable on a destroyer and a cruiser, the coded size value would be $8 + 4 = 12$.

Each file is in ASCII format and can be edited with a standard text editor. There is one line per part or missile, and each stat is separated by a comma. Files need to be located in the main game directory.

[illegible]

* Example: if you want a part to be usable on a destroyer and a cruiser, the coded size value would be $8 + 4 = 12$.

ASCII STRING FORMS FOR SHIP PARTS DATA FILES

Each file is in ASCII format and can be edited with a standard text editor. There is one line per part or missile, and each stat is separated by a comma. Files need to be located in the main game directory.

WPN.DAT

[illegible]

32 [Transport] + 16 [Scout] + 8 [Destroyer] + 4 [Cruiser] + 2 [Heavy Cruiser] + 1 [Dreadnought] =

* Example: if you want a part to be usable on a destroyer and a cruiser, the coded size value would be $8 + 4 = 12$.